

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1, 3-7, 9-11, 13-23, and 25-41.
- After this Amendment: Claims 1, 3-7, 9-11, 13-23, 25-27, 30-35, and 38-41.

Non-Elected, Canceled, or Withdrawn claims: 2, 8, 12, 24, 28-29, and 36-37.

Amended claims: 1, 17, 23, 30-33, 38, and 39.

New claims: None.

Claims:

1. (Currently amended) A method comprising:

monitoring players in a game, wherein the game is monitored only on a game server;

based on said monitoring, identifying one or more player-exploitable game conditions, wherein the player-exploitable game conditions are programming conditions, situations, or aberrations produced within the game that give one or more cheating players an advantage without the cheating players hacking the game, and are identified by observing the players' play of the game;

setting a threshold against which the play of the players is compared, wherein the threshold is set based on a rate at which virtual property is acquired during the play and wherein the threshold is configured to be modified in real time; and

identifying, among the players, one or more cheating players who are exploiting the player-exploitable game conditions, the identifying comprising comparing the rates at which the cheating players acquire the virtual property in the game against the threshold, whereby the cheating players and player-exploitable game conditions are dealt with to prevent from further occurrence.

2. (Cancelled).

3. (Original) The method of claim 1, wherein the monitoring is automatic.

4. (Previously presented) The method of claim 1, wherein the monitoring checks for the cheating player.

5. (Original) The method of claim 1, further comprising logging players who are suspected of cheating.

6. (Original) The method of claim 1, wherein the player-exploitable game condition allows one player to exploit the player-exploitable game condition for an advantage against other players.

7. (Original) The method of claim 1, wherein a cheater detection portion performs the monitoring.

8. **(Cancelled).**

9. **(Previously presented)** The method of claim 1, further comprising sending a notice to the cheating player.

10. **(Previously presented)** The method of claim 1, further comprising terminating the cheating player's privileges for a prescribed duration.

11. **(Previously presented)** The method of claim 1, further comprising sending a notice to players other than the cheating player describing the activities of the cheating player.

12. **(Cancelled).**

13. **(Previously presented)** The method of claim 1, wherein the play of players whose play exceeds the threshold is logged.

14. **(Original)** The method of claim 1, wherein the player-exploitable game condition includes positioning the player at some location other than a ground plane within a virtual scene.

15. **(Original)** The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's score.

16. **(Original)** The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's expense.

17. **(Currently amended)** An apparatus implemented at least in part by a computing device comprising:

a processor;

one or more computer readable media; and

a computer program encoding a game including a cheater detection portion that identifies one or more player-exploitable game conditions and detects players who are exploiting at least one of said player-exploitable game conditions, the player-exploitable game conditions being programming conditions, situations, or aberrations produced within a game that give the players an advantage without the players hacking the game, wherein the cheater detection portion further sets a threshold against which the play of a number of players is compared, wherein the threshold is set based on the rate at which virtual property is acquired and can be modified in real time, and wherein the cheater detection portion detects the players who are exploiting at least one of said player-exploitable game conditions by identifying the players whose rate exceeds the threshold.

18. (Original) The apparatus of claim 17, wherein the cheater detection portion includes a game monitor process.

19. (Original) The apparatus of claim 17, wherein the cheater detection portion includes an asynchronous activity pump.

20. (Previously presented) The apparatus of claim 17, wherein the cheater detection portion includes criteria based logging portion for logging a player's activity.

21. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a network.

22. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a stand-alone computer system.

23. (Currently amended) A method comprising:
setting a threshold for a game, wherein the threshold is set based on the-a rate at which virtual property is acquired and the threshold can be modified in real time;
monitoring play of a plurality of players for the-game one or more player-exploitable game conditions, wherein the play is monitored only on a game server, and wherein the one or more player-exploitable game conditions comprise at least a rollover

situation or a dicing situation in which one or more cheating players take an unfair advantage by exploiting such situation without hacking the game;

determining whether the threshold is exceeded for any of the players of the game;

logging the play of the player whose play exceeds the threshold to a computer storage media; and

identifying the one or more cheating players who exploit the player-exploitable game conditions and whose play exceeds the threshold for the game based at least in part on the logged play, whereby the cheating players are dealt with to prevent from further occurrence.

24. (Cancelled).

25. (Previously presented) The method of claim 23, further comprising changing the threshold when the game is being played.

26. (Original) The method of claim 23, wherein the threshold can be reset.

27. (Original) The method of claim 23, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

28-29. (Cancelled).

30. (Currently amended) The method of claim 23, further comprising punishing the one or more cheating players, wherein the cheating players are one or more players whose play exceeds the threshold for the game.

31. (Currently amended) The method of claim 23, further comprising modifying the game based on the one or more cheating players, wherein the cheating players are one or more players who exceed the threshold for the game.

32. (Currently amended) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to perform a method, the method comprising:

[[set]] setting a threshold for a game, wherein the threshold is set based on the rate at which virtual property is acquired and the threshold can be modified in real time;

monitor monitoring play of a plurality of players for the game one or more player-exploitable game conditions, wherein the play is monitored only on a game server, and wherein the one or more player-exploitable game conditions comprise at least a rollover situation or a dunning situation in which one or more cheating players take an unfair advantage by exploiting such situation without hacking the game; and

determine determining whether the threshold is exceeded for any of the players of the game.

33. **(Currently amended)** The computer readable medium having computer executable instructions of claim 32, wherein the method further comprises further comprising determining whether the player is cheating based on logging the play of the player whose play exceeds the threshold.

34. **(Original)** The computer readable medium having computer executable instructions of claim 32, wherein the threshold can be reset.

35. **(Original)** The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

36-37. **(Cancelled).**

38. **(Currently Amended)** The computer readable medium having computer executable instructions of claim 32, wherein the method further comprises further comprising punishing cheating players, wherein the cheating players are one or more players who exceed the threshold for the game.

39. **(Currently Amended)** The computer readable medium having computer executable instructions of claim 32, wherein the method further comprises

further comprising modifying the game based on cheating players, wherein the cheating players are one or more players who exceed the threshold for the game.

40. (Previously presented) The method of claim 1, further comprising: sending an indication to a player monitor if an item is accrued so that a determination can be made as to whether a player-exploitable game condition is being exploited.

41. (Previously presented) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to implement the method of claim 40.